VIDEO GAME CARTRIDGE
FOR THE ATARI 5200

ATARI 5200



COMBAT 2 ADVANCED



© 1982 Atari, Inc. Hunter Software Program by John Sweeney



Title Screen

Select Game Mode And Number Of Players

* Select Area To Battle In

0 Select Scoring Method Combat 1 or Combat 2



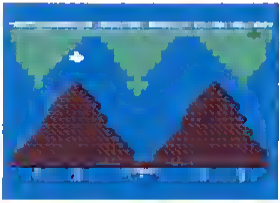
Tanks Mode
Weapons:
Fire 1 Main Gun
Fire 2 Faster Machine Gun

Areas:
Area 1 Plain Field
Area 2 River
Area 3 Forest River
Area 4 Night Time Battle



Choppers Mode
Weapons:
Fire 1 Main Gun
Fire 2 Bomb

Areas:
Area 1 Sky
Area 2 Clouds
Area 3 Buildings
Area 4 Hide N' Seek



Subs Mode
Weapons:
Fire 1 Torpedo
Fire 2 Depth Charge

Areas:
Area 1 Ocean
Area 2 The Rocks
Area 3 Rocks & Seaweed
Area 4 Hide Behind Mode



Jet Mode
Weapons:
Fire 1 Main Gun
Fire 2 Machine Gun

Areas:
Area 1 Sky
Area 2 Combat 1 Clouds
Area 3 Combat 2 Clouds
Area 4 Clouds & Fog

Notes:

Combat 1 Scoring = First Player To 15 Points

Holding Down Reset for a Few Seconds on Controller 1 will go back to the title screen.

After a game is done, hold down start to return to the title.



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